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(54) **INFORMATION PROCESSING DEVICE,
SERVER, AND INFORMATION PROCESSING
SYSTEM**

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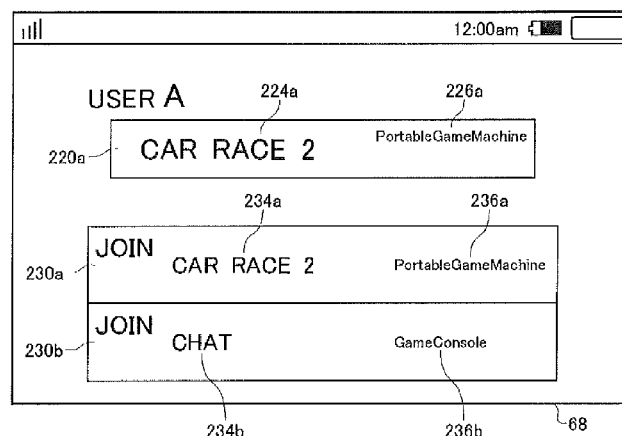
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(57) ABSTRACT

An acquisition unit acquires presence information of an
information processing device of another via server. When
the acquisition unit acquires pieces of presence information
including the same user account from two or more infor-
mation processing devices, a status image generation unit
generates a status image indicating a status of the user
identified by the user account, by referring to the latest
presence information. In order to represent the status of the
user, the status image generation unit includes a name of an
application being run by the user in the status image.

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FIG. 1

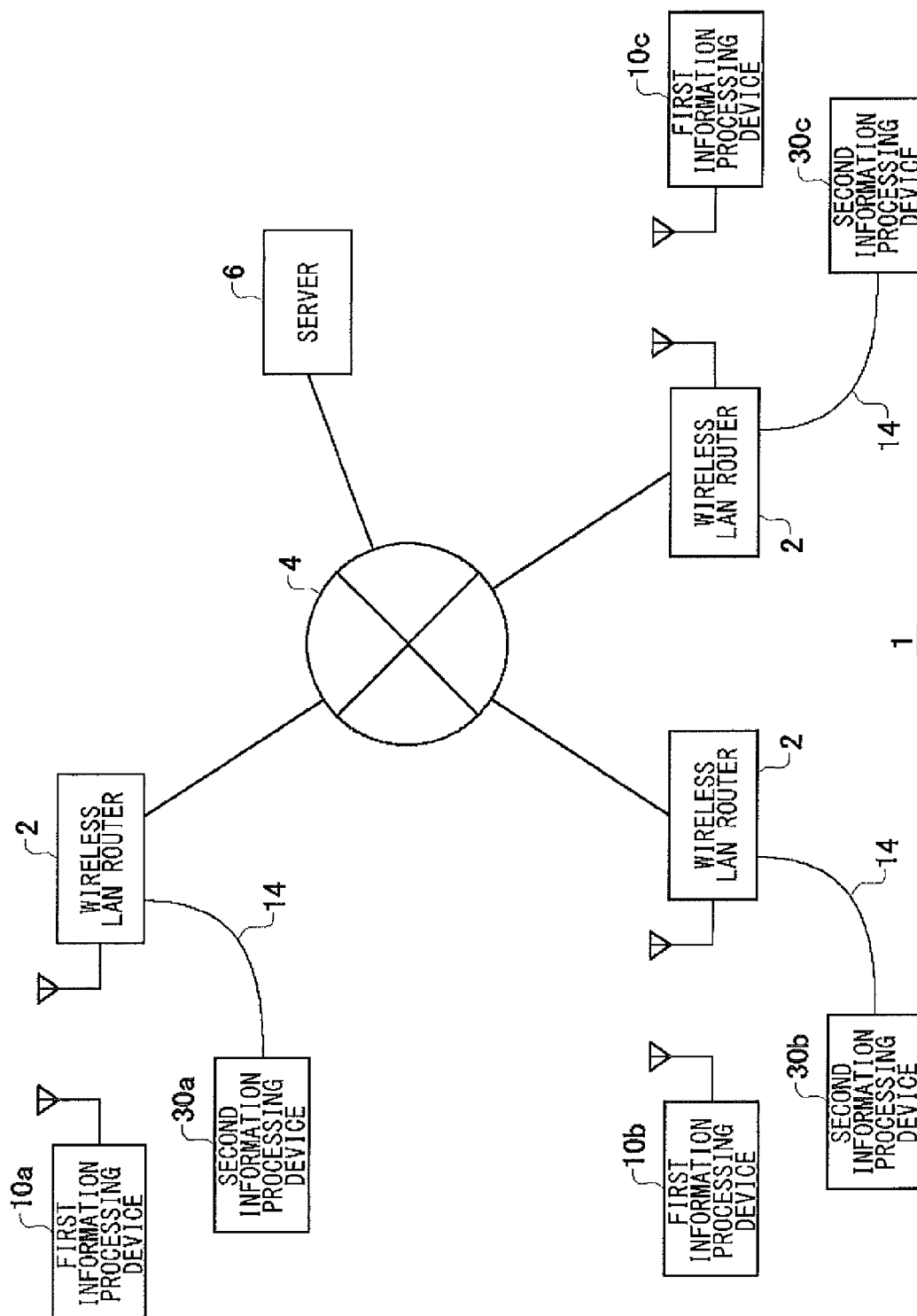


FIG. 2

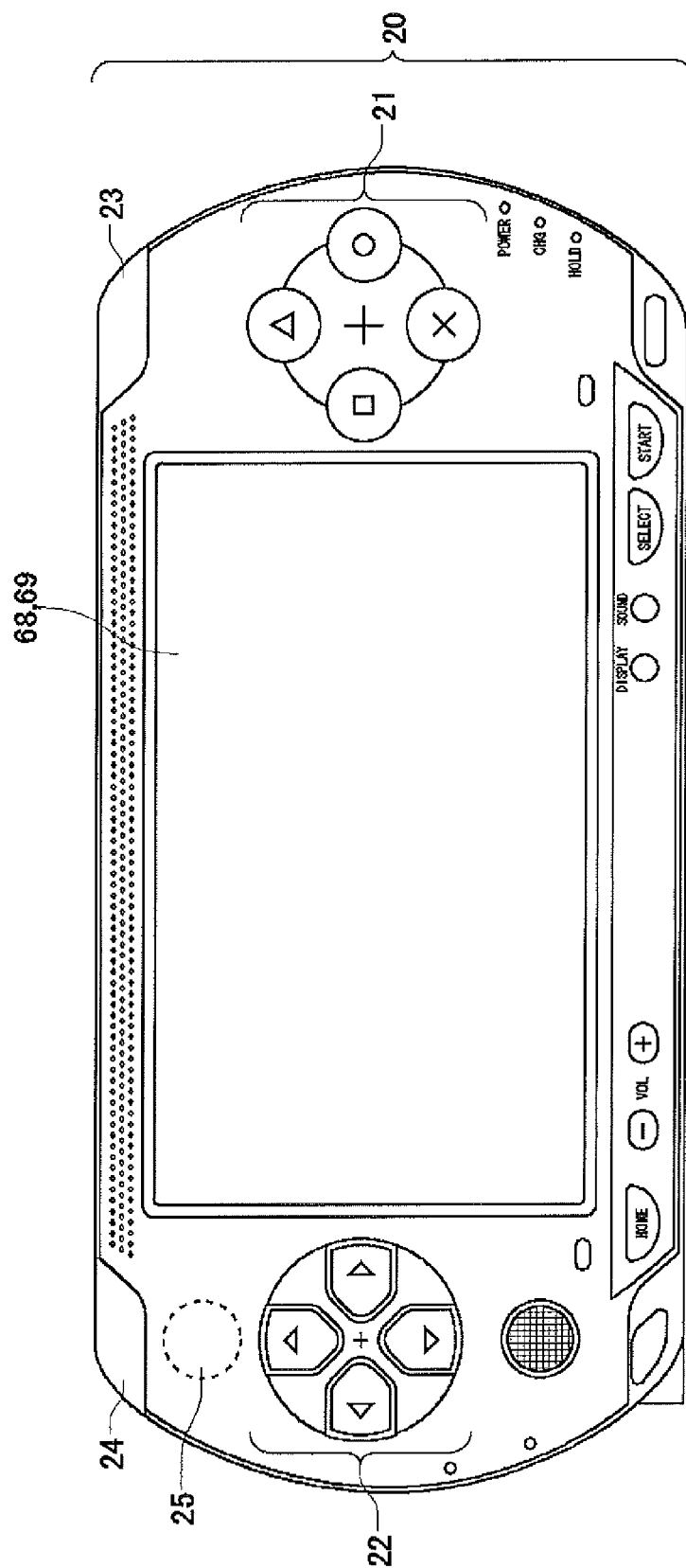


FIG. 3

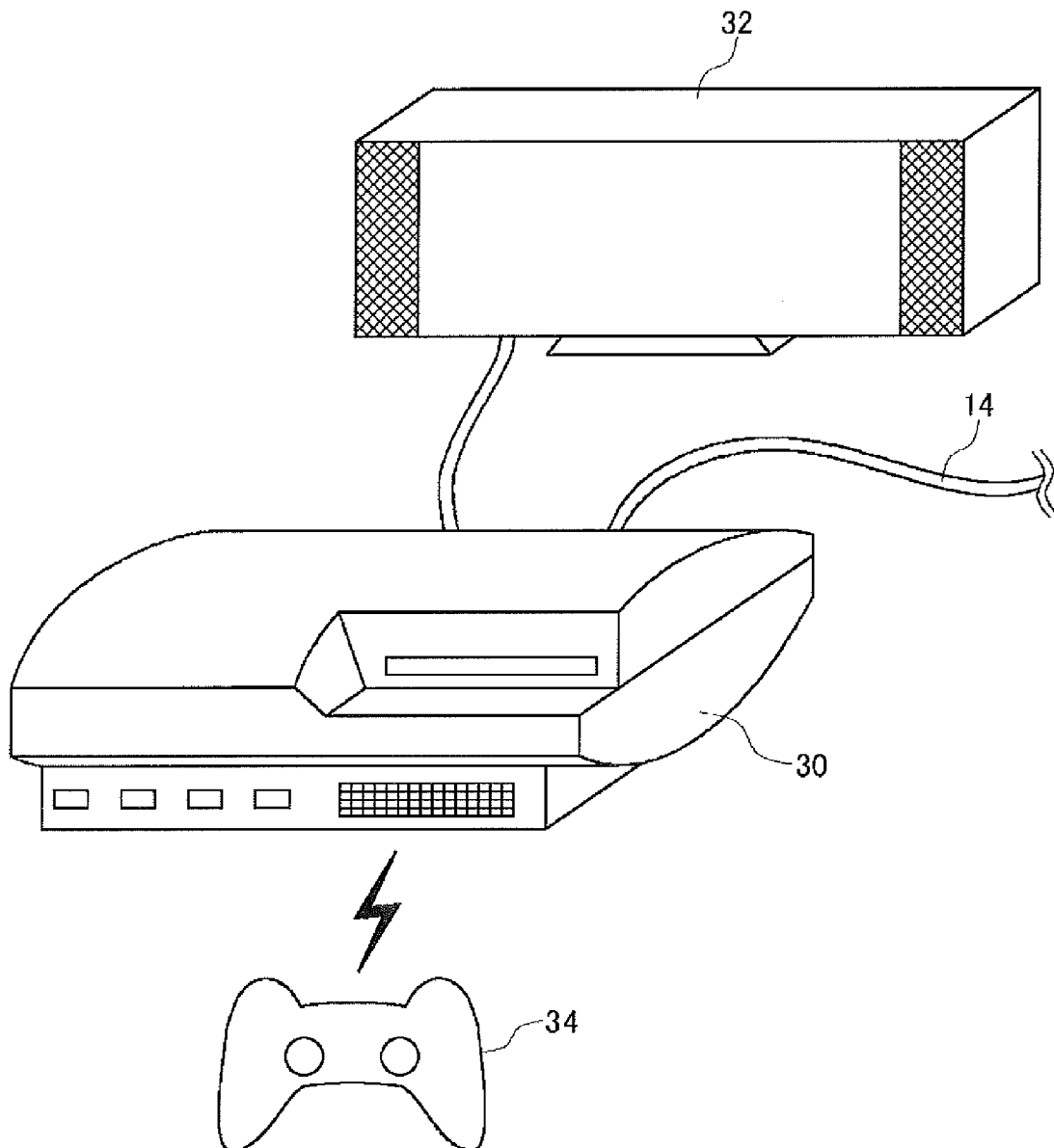


FIG. 4

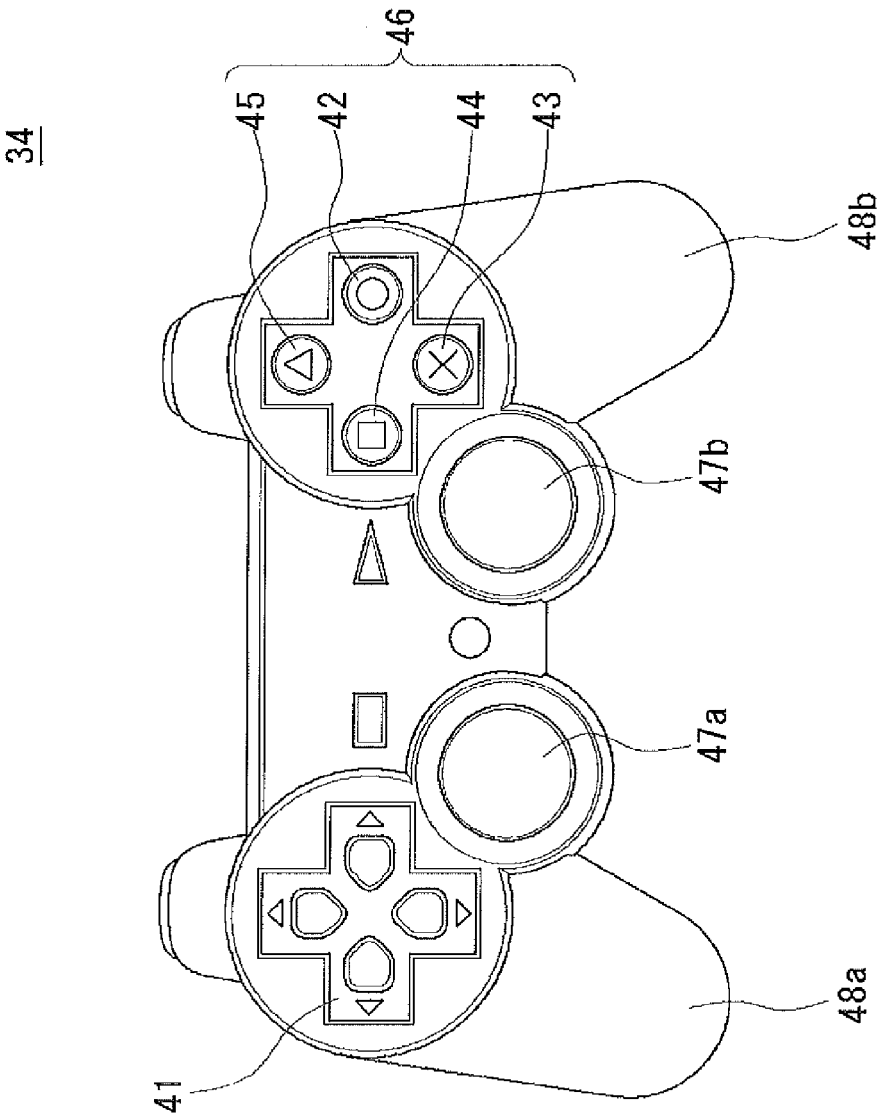


FIG. 5

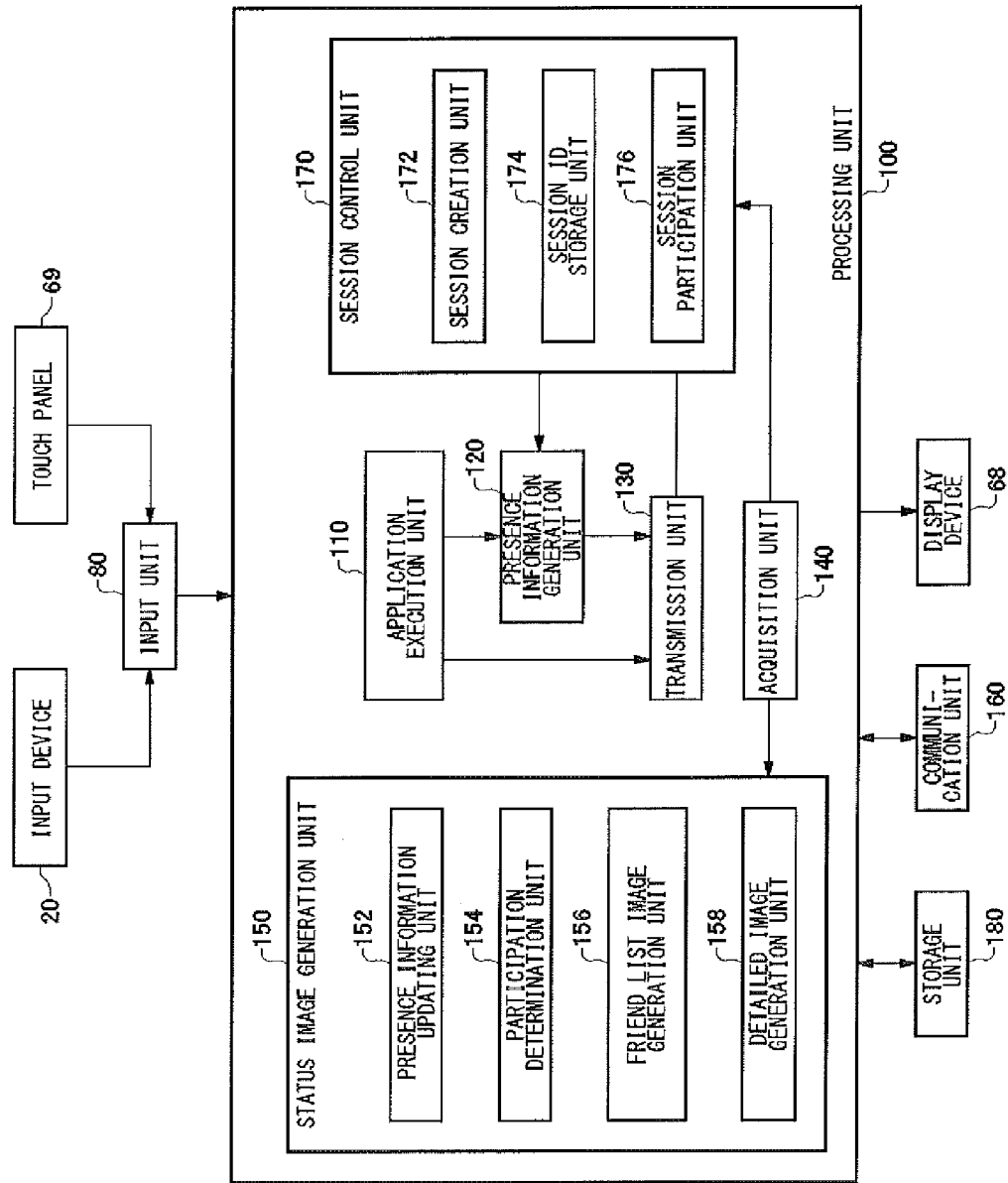


FIG.6

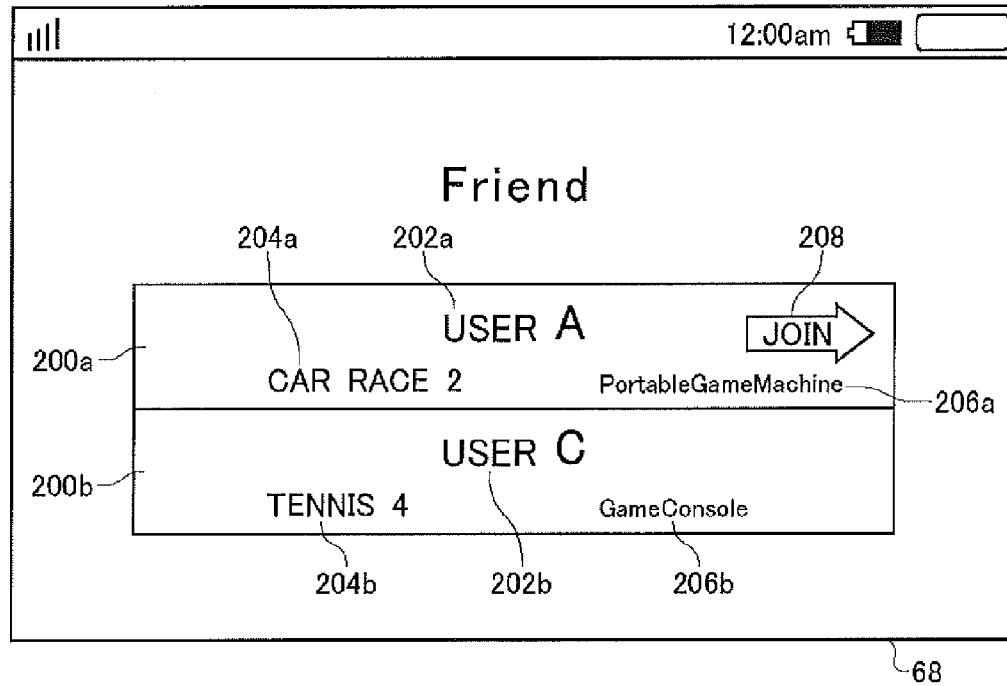


FIG.7

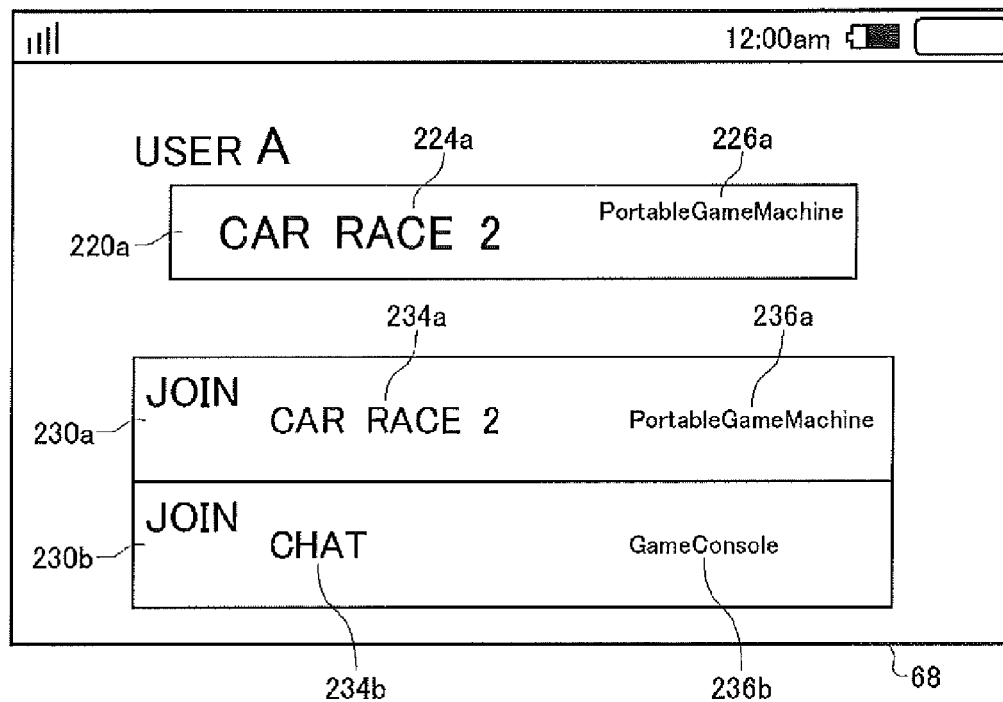


FIG.8

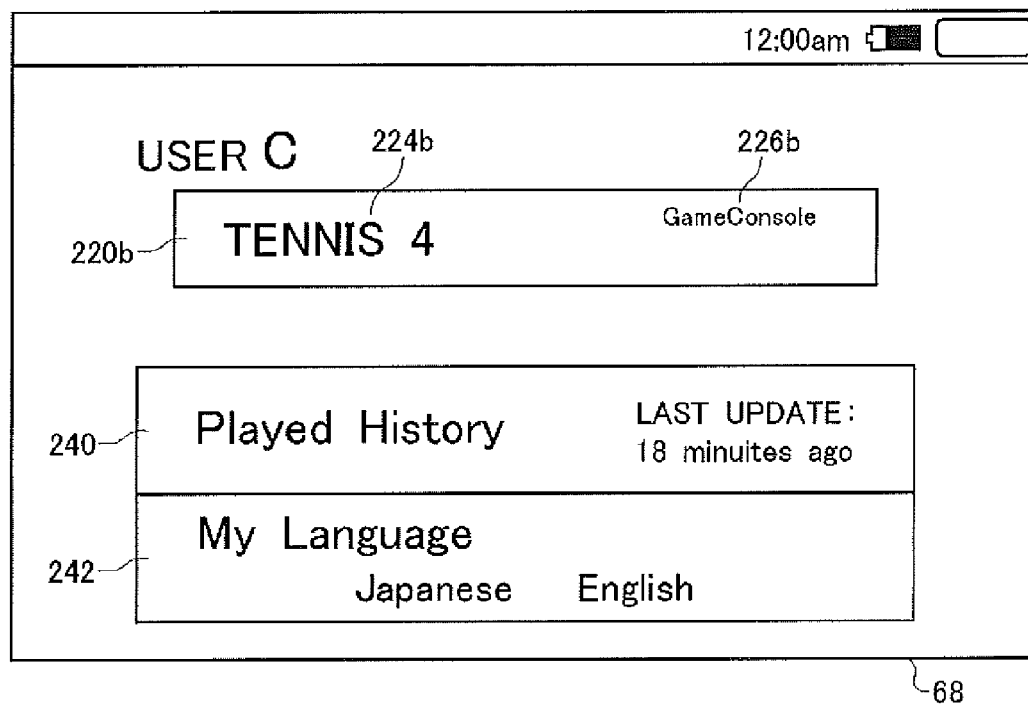
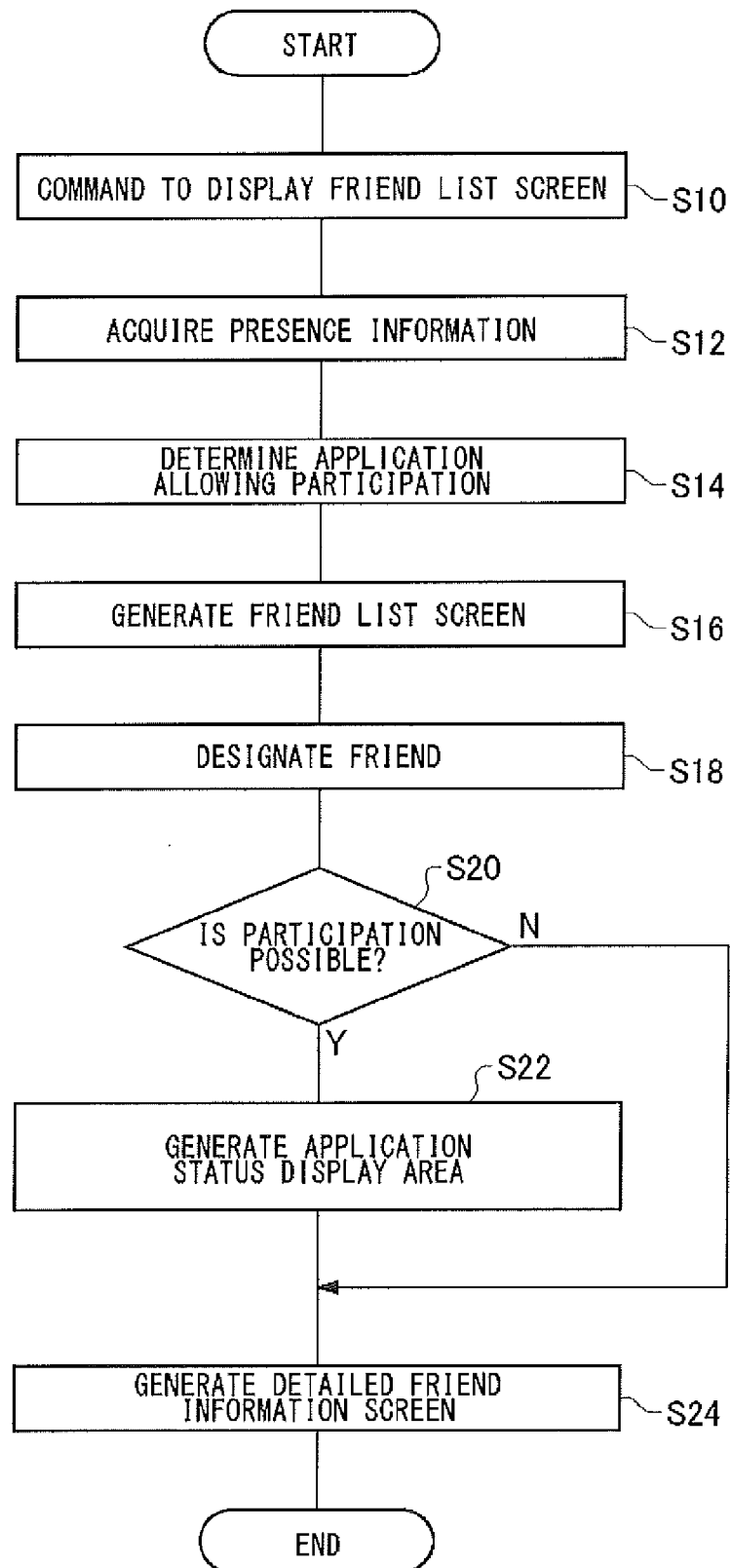


FIG.9



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INFORMATION PROCESSING DEVICE, SERVER, AND INFORMATION PROCESSING SYSTEM

CROSS-REFERENCE TO RELATED APPLICATIONS

This application claims the benefit of U.S. patent application Ser. No. 13/480,584, filed May 25, 2012, the entire disclosure of which is hereby incorporated by reference.

BACKGROUND OF THE INVENTION

1. Field of the Invention

The present invention relates to information processing devices and information processing systems.

2. Description of the Related Art

Game devices provided with communication facilities are widely used, allowing multiple users to enjoy a chat or an online game. Also, game programs are often installed in personal computers instead of devices designed especially for games. It is quite common for multiple users to enjoy an online game using personal computers.

Electronic appliances such as mobile game devices and personal digital assistants (PDA) have also been widely used. Recently, multiple-function electronic appliances such as smartphones, in which functions of a cell phone and a PDA are integrated, have become available. These electronic appliances are provided with a large-capacity memory and a high-speed processor and allow multiple users to chat or play an online game by downloading and installing an application program.

[patent document No. 1] U.S. Pat. No. 7,558,820

In order to synchronize the execution of the same application between multiple users, it is necessary to create a session of the application and to cause multiple users to participate in the session. Where users join each other to play a game, a session may be created through talks among the users so that each user can participate in the created session. If the users are in remote locations, they cannot see each other's situation with their own eyes. There is called for development of a user interface that allows users to see each other's situation easily.

It has also become possible for a single user to use a plurality of terminals so that each terminal can connect to (sign in) a game server using a user account that uniquely identifies the user in the game system. For example, a single user may have a desktop game console and a mobile game device and connect the console and the device to the game server on a network. When another user checks the status of the single user who has activated a plurality of terminals (for example, the console and the device), if information on all terminals of the single user is presented to the another user, it seems to be less easy for the another user to check the status of the single user because of the fair amount of the presented information. Therefore, there is called for development of user interface capable of presenting user status efficiently.

SUMMARY OF THE INVENTION

In this back ground, a purpose of the present invention is to provide a technology capable of presenting user status efficiently.

In order to address the challenge, the information processing device according to one embodiment of the present invention is controlled by a user and comprises: a commu-

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nication unit; an acquisition unit configured to acquire via the communication unit two or more pieces of presence information including information identifying an application being run in two or more other information processing devices which use a same user account and; a status image generation unit configured to generate a status image indicating a status of a separate user identified by the user account, by referring to the acquired presence information, wherein the status image generation unit uses information identifying an application in which the latest status change occurs in the two or more other information processing devices, so as to generate the status image indicating the status of the separate user.

Another embodiment of the present invention also relates to an information processing device. The device is controlled by a user and connected to a plurality of other information processing devices controlled by other users via a server on a network, at least one of the other users controlling two or more information processing devices using a same user account, the device comprising: a first image generation unit configured to generate a first status image indicating a status of a plurality of other users, and a second image generation unit configured to generate, when one of the other users is selected in the first status image, a second status image indicating a status of the selected user, wherein the first image generation unit uses information identifying an application in which the latest change occurs in the other information processing devices so as to generate the first status image for each of the other users.

Still another embodiment of the present invention relates to an information processing system. The information processing system is configured to include a plurality of information processing devices, wherein each information processing device comprises: a communication unit; an execution unit configured to execute an application; a presence information generation unit configured to generate presence information including information identifying an application being executed; a transmission unit configured to transmit the generated presence information via the communication unit; an acquisition unit configured to acquire via the communication unit two or more pieces of presence information including information identifying an application being run in two or more other information processing devices which use a same user account and; a status image generation unit configured to generate a status image indicating a status of a separate user identified by the user account, by referring to the acquired presence information, wherein the status image generation unit uses information identifying an application in which the latest status change occurs in the two or more other information processing devices, so as to generate the status image indicating the status of the separate user.

Yet another embodiment of the present invention relates to a server. The server comprises: a communication unit; an acquisition unit configured to acquire via the communication unit two or more pieces of presence information including information identifying an application being run in two or more information processing devices which use a same user account; a data generation unit configured to generate a status image generation data for generating a status image indicating a status of a user by referring to the acquired presence information, wherein the data generation unit uses information identifying an application in which the latest status change occurs in the two or more information processing devices, so as to generate the status image generation data for generating the status image indicating the status of the user identified by the user account.

Optional combinations of the aforementioned constituting elements, and implementations of the invention in the form of methods, apparatuses, systems, computer programs, data structures, and recording mediums may also be practiced as additional modes of the present invention.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 shows an exemplary configuration of an information processing system according to the embodiment;

FIG. 2 shows an exemplary appearance of the first information processing device according to the embodiment;

FIG. 3 shows an environment in which the second information processing device according to the embodiment is used;

FIG. 4 shows the appearance of the input device;

FIG. 5 shows functional blocks of the first information processing device;

FIG. 6 shows an exemplary friend list screen;

FIG. 7 shows an exemplary detailed friend information screen;

FIG. 8 shows another exemplary detailed friend information screen; and

FIG. 9 is a flowchart showing the steps of generating the GUI shown in FIG. 7.

DETAILED DESCRIPTION OF THE INVENTION

The invention will now be described by reference to the preferred embodiments. This does not intend to limit the scope of the present invention, but to exemplify the invention.

FIG. 1 shows an exemplary configuration of an information processing system 1 according to the embodiment. In the information processing system 1, first information processing devices 10a, 10b, and 10c (hereinafter, referred to as “first information processing devices 10” where no distinction is required), which are mobile terminal devices, and second information processing devices 30a, 30b, and 30c (hereinafter, referred to as “second information processing devices 30” where no distinction is required), which are desktop terminal devices, are connected via a server 6 so that the devices can exchange data. A wireless LAN router 2 has the functions of a wireless access point and a router. The first information processing devices 10 and the second information processing devices 30 are connected to a network 4 such as the Internet via the wireless LAN router 2 and a modem (not shown).

Each of the first information processing devices 10 has the function for wireless communication that allows the device 10 to connect to the server 6 on the network 4 via the wireless LAN router 2 to transmit local data to the server 6 and to receive data of another first information processing device 10 or second information processing device 30 from the server 6. The first information processing device 10 may be provided with functions of communicating using a wireless local area network (LAN) system so as to communicate with the server 6 in the infrastructure mode. The device 10 may communicate with the server 6 using a communication scheme employed in cell phones (e.g., the third-generation mobile communication system). In this case, the first information processing device 10 communicates with the server 6 via a base station, which provides a wide area of communication, so that users can use the first information processing device 10 outdoors.

The second information processing device 30 is connected to the wireless LAN router 2 by a cable 14. Each of the second information processing devices 30 connects to the server 6 on the network 4 via the wireless LAN router 2 to transmit local data to the server 6 and to receive data of another second information processing device 30 or first information processing device 10 from the server 6.

In this embodiment, the first information processing device 10 is a mobile game device, and the second information processing device 30 is a desktop game console. In the information processing system 1, a user has a user account identifying the user and signs in the network service provided by the server 6 by using the user account. In this embodiment, it is assumed that at least one user signs in the network service from a plurality of information processing devices. However, not all users need to sign in from a plurality of information processing devices.

The first information processing device 10a and the second information processing device 30a are controlled by user A and exchange data with the server 6 using an account (user account) that identifies user A. Similarly, the first information processing device 10b and the second information processing device 30b are controlled by user B and exchange data with the server 6 using an account (user account) that identifies user B, and the first information processing device 10c and the second information processing device 30c are controlled by user C and exchange data with the server 6 using an account (user account) that identifies user C.

The number of information processing devices controlled by each user need not be limited to two. A larger number of devices may be controlled by each user. Each user need not control the first information processing device 10 having the function for wireless communication and the second information processing device 30 having the function for cable communication. Alternatively, each user may control two information processing devices having the function for wireless communication or control two information processing devices having the function for cable communication. Not all users in the information processing system 1 need control two or more information processing devices. At least one user may sign in the network service from two or more information processing devices. The number of users need not be limited to three. A larger number of users may use the system.

FIG. 2 shows an exemplary appearance of the first information processing device 10 according to the embodiment. As shown in FIG. 2, the front face of the first information processing device 10 is provided with an input device 20 such as command input buttons 21, directional keys 22, an R button 23, and an L button 24, and is also provided with a display device 68. A touch panel 69 for sensing contact by the user's finger or a stylus pen is coupled to the display device 68. A rear touch panel may be provided on the backside of the first information processing device 10. Inside the first information processing device 10 is provided a tilt sensor 25 for sensing the tilt of the first information processing device 10.

The user holding the first information processing device 10 with both hands can control the command input buttons 21 with the right thumb, control the directional keys 22 with the left thumb, control the R button 23 with the right index finger or middle finger, and control the L button 24 with the left index finger or middle finger. To control the touch panel 69, the user may hold the first information processing device 10 with both hands and operate the touch panel 69 with the thumbs. Alternatively, the user may hold the first informa-

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tion processing device **10** with the left hand, operate the touch panel **69** with the right hand, operate the directional keys **22** with the left thumb, and operate the L button **24** with the left index finger or middle finger.

FIG. 3 shows an environment in which the second information processing device **30** according to the embodiment is used.

The second information processing device **30** is connected to a user-controlled input device **34** wirelessly or by cable and acknowledges a control signal from the input device **34**. The second information processing device **30** is connected to the display device **32** and outputs a result of processing to the display device **32**. The display device **32** may be a television set provided with a display for outputting an image and with a speaker for outputting sound. Alternatively, the display device **32** may be a computer display. The display device **32** may be connected to the second information processing device **30** by cable or connected wirelessly using, for example, wireless LAN (Local Area Network).

FIG. 4 shows the appearance of the input device **34**. The input device **34** is provided with directional keys **41**, analog sticks **47a**, **47b**, and four control buttons **46**, which are means for user control. The four buttons **46** comprise a circle button **42**, a cross button **43**, a square button **44**, and a triangle button **45**. The user holds a left grip **48a** with the left hand and holds a right grip **48b** with the right hand to use the means for control. The input device **34** has the function of transferring a user input control signal to the second information processing device **30** and is configured to be able to communicate with the second information processing device **30** wirelessly.

A summary of the embodiment will be given. In the event of a status change, the first information processing device **10** or the second information processing device **30** signing in the network service generates presence information including the post-change status and transmits the generated presence information to the server **6**. Generation of presence information is performed by a status management application or system software installed in the information processing device. For convenience of description, a summary of the embodiment will be given by way of an example in which the first information processing device **10a** and the second information processing device **30a** controlled by user A generate presence information and transmit the generated information to the server **6**, and the first information processing device **10b** controlled by user B acquires the presence information of user A by accessing the server **6** and generates a status image indicating the status of user A.

The status management application (or the system software) in the first information processing device **10a** detects a status change in the first information processing device **10a**. Typically, a status change is detected when an application (game) is started or when the application (game) is ended. If the first information processing device **10a** is capable of running a plurality of applications at the same time, a status change is detected and presence information is generated when any of the applications is started or when any application is ended.

In the information processing system **1**, each information processing device is capable of running an application in which a plurality of users can participate (multi-player online application). User A uses the first information processing device **10a** to generate a command to create a session of the multi-player online application. Typical examples of the application include chat applications and games, but the application could be of another type. When

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the first information processing device **10a** transmits the generated command to the server **6**, the server **6** creates a session according to the command for creation. More specifically, the server **6** issues identification information identifying a session (hereinafter, referred to as "session ID") and transmits the session ID to the first information processing device **10a**. The session ID may be a universal resource identifier (URI) for connecting to the server **6** used by another first information processing device **10** or second information processing device **30** participating in the session to communicate synchronously via the server **6**. When a session ID is assigned from the server **6**, the status management application in the first information processing device **10a** detects a status change and generates presence information including the acquired session ID.

A status change is communicated from a game being run to the status management application. A game may arbitrarily define points of status changes. For example, a point of status change may be defined to occur when a predetermined mission is cleared or when a predetermined item is acquired. When the status management application is notified of a status change from the game, the status management application detects the status change and generates presence information.

As described above, when the first information processing device **10a** of user A detects a change in its own status, the device **10a** generates presence information and transmits the generated information to the server **6**. A similar process is performed in the second information processing device **30a** of user A. When there is a status change, the second information processing device **30a** generates presence information and transmits the generated information to the server **6**.

The server **6** manages presence information respectively transmitted from the first information processing device **10a** and the second information processing device **30a** of user A. The first information processing device **10a** and the second information processing device **30a** transmit presence information to the server **6** each time a status change is detected. Of the presence information transmitted from the first information processing device **10a** and the second information processing device **30a**, the server **6** may store only the latest presence information of the respective devices. In this case, the volume of stored data for the user A can be reduced by storing only the latest presence information of the first information processing device **10a** and the latest presence information of the second information processing device **30a** in the server **6**. The server **6** may store a predetermined number of items of presence information transmitted from the first information processing device **10a** and the second information processing device **30a**, respectively.

The first information processing device **10b** of another user (i.e., user B in this summary) acquires the presence information of user A by periodically accessing the server **6**. When the first information processing device **10b** acquires the both presence information of the first information processing device **10a** and the second information processing device **30a** of user A, the first information processing device **10b** identifies the latest of the acquired presence information.

User A has started the first information processing device **10a** and the second information processing device **30a**, and the first information processing device **10a** and the second information processing device **30a** are controlled by user A. It is rare, however, that user A is using both at the same time. Normally, user A is using only one of the devices. Therefore, the first information processing device **10b** generates a status

image indicating the status of user A based on the latest of the two items of presence information of user A and presents the status image to user B. This allows user B to know the situation of user A easily.

Each of the first information processing device **10a** and the second information processing device **30a** of user A includes status information indicating the status of execution of the application in the presence information. The status information includes information indicating whether participation in the session of the application is permitted or not. When the first information processing device **10b** of user B acquires the presence information of user A, the device **10b** generates a GUI indicating the status of the application in the first information processing device **10a** and the second information processing device **30a** of user A in accordance with the status information, and presents whether user B can participate in the session of the application or not.

If the status information includes information indicating a permission for participation, the first information processing device **10b** generates a GUI indicating that user A is executing the application that user B can participate in. If the status information includes information indicating a prohibition for participation, the first information processing device **10b** does not generate a GUI. This allows user B to check the status of the application which is being run by user A, therefore user B can easily see whether it is possible to participate in the session of user A.

FIG. 5 shows functional blocks of the first information processing device **10**. The first information processing device **10** comprises an input device **20**, a touch panel **69**, an input unit **80**, a processing unit **100**, a display device **68**, a communication unit **160**, and a storage unit **180**. The elements depicted in FIG. 5 are implemented by hardware components such as a CPU and a memory of an arbitrary computer, or by a program etc., loaded into the memory. FIG. 5 depicts functional blocks implemented by the cooperation of these elements. Therefore, it will be obvious to those skilled in the art that the functional blocks may be implemented in a variety of manners by hardware only, software only, or a combination of thereof.

The second information processing device **30** also comprises components similar to the functional blocks of the first information processing device **10** shown in FIG. 5. Of the components shown in FIG. 5, the second information processing device **30** comprises the input unit **80**, the processing unit **100**, the storage unit **180**, and the communication unit **160**. Referring to FIG. 3, the input device **20** and the display device **68** shown in FIG. 5 correspond to the input device **34** and the display device **32** connected to the second information processing device **30**.

The input unit **80** acknowledges a user command entered by using the input device **20** or the touch panel **69**. The communication unit **160** is connected to the server **6** to transmit presence information generated in the processing unit **100** and to acquire presence information generated in another information processing device. The communication unit **160** may be directly connected to another first information processing device **10** by cable or wirelessly so as to transmit and receive presence information. When the processing unit **100** acquires presence information of an information processing device controlled by the other user, the processing unit **100** generates a status image indicating the status of the other user and presents the generated image to the user. The display device **68** displays the status image generated by the processing unit **100** or displays a screen showing the application being executed.

The processing unit **100** comprises an application execution unit **110**, a presence information generation unit **120**, a transmission unit **130**, an acquisition unit **140**, a status image generation unit **150**, and a session control unit **170**. The status image generation unit **150** comprises a presence information updating unit **152**, a participation determination unit **154**, a friend list image generation unit **156**, and a detailed image generation unit **158**. The session control unit **170** comprises a session creation unit **172**, a session ID storage unit **174**, and a session participation unit **176**. The status image generation unit **150** uses information identifying an application in which the latest status change occurs in two or more other information processing devices which are controlled by a separate (another) user and connected to the server **6** using a same user account, and generates a status image indicating the status of the separate user who is identified by the user account. Herein, the separate user is other than the user whose information processing device generates the status image.

The session control unit **170** controls a process related to a session of an application by cooperating with the server **6**. More specifically, the session control unit **170** has the role of allowing the first information processing device **10** to participate in a session of an application by allowing the session creation unit **172** to generate a command to create a session, allowing the session ID storage unit **174** to store a session ID defined by the server **6**, and allowing the session participation unit **176** to include the session ID stored in the session ID storage unit **174** in the transmission data. The function of the session control unit **170** may be implemented by an application run by the application execution unit **110**. The session ID defined by the server **6** may be delivered to the application so that the application participates in the session using the session ID.

The information processing device according to the embodiment communicates presence information indicating its own status to another information processing device which is controlled by another user via the server **6** and acquires presence information indicating the status of the another information processing device from the another information processing device via the server **6**. A description will be given below of a case where the first information processing device **10a** of user A, by way of example, in the information processing system **1** transmits presence information, and the first information processing device **10b** of user B, by way of example, acquires presence information of another user. All of the first information processing devices **10** and the second information processing devices **30** are provided with functions of both transmitting and receiving presence information. It is not that only the first information processing device **10a** is provided with the transmission function, or only the first information processing device **10b** is provided with the reception function.

<Function of Transmitting Presence Information>

The application execution unit **110** in the first information processing device **10a** starts an application such as a chat application or a game in which a plurality of users can participate, in accordance with a control command acknowledged by the input unit **80**. In this process, the session creation unit **172** generates a command to create a session for allowing another user to participate in the application, and the transmission unit **130** transmits the command to the server **6**. The command to create a session includes identification information (user account) of user A and information identifying the application (hereinafter, referred to as "application ID"). Upon receipt of the command to create a session, the server **6** defines a session ID and creates a

session of the application executed by the application execution unit **110**. The server **6** transmits the session ID to the first information processing device **10a** and the acquisition unit **140** acquires the session ID via the communication unit **160**. The acquired session ID is stored in the session ID storage unit **174**. As described above, the functions of the session control unit **170** may be implemented by the application executed by the application execution unit **110**.

The application execution unit **110** may execute a plurality of multiplayer online applications concurrently. To execute a plurality of applications concurrently, the session creation unit **172** generates a command to create a session for each application. The server **6** creates a session for each received command for creation and communicates the respective session ID to the first information processing device **10a**.

The application execution unit **110** generates status information indicating the status of execution of the application by user A and executes the application accordingly. The status information indicates whether participation of another user in the application being executed is permitted or not. For example, the status information may be represented by a flag value such that a flag value of 1 represents participation permission information indicating that another user can participate and a flag value of 0 represents participation prohibition information indicating that another user cannot participate.

For example, the application execution unit **110** may define a limit to the number of participants in a chat session. The user may enter an upper limit to the number of participants in an application. Where an upper limit is defined for the number of participants, the application execution unit **110** delivers status information having a flag value of 1 indicating that participation is possible (participation permission information) to the presence information generation unit **120** if the number of participants is not reached to the upper limit. If the number of participants is reached to the upper limit, the application execution unit **110** delivers status information having a flag value of 0 indicating that participation is impossible (participation prohibition information) to the presence information generation unit **120**. In a game session of a car race, for example, the application execution unit **110** delivers status information having a flag value of 1 to the presence information generation unit **120** before the race is started. Once the race is started, the application execution unit **110** delivers status information having a flag value of 0 to the presence information generation unit **120**. Thus, the application execution unit **110** determines whether another information processing device of another user can participate in the session of the application being run. As described, the information processing system **1** is configured such that determination as to whether another user can participate in an application session is made by the application itself and the result of determination is delivered to the presence information generation unit **120** as status information.

The presence information generation unit **120** generates presence information including a user account, information identifying the device, a session ID, a time stamp identifying the date and time that the presence information is generated, an application ID, and status information indicating the status of execution of the application. In case a plurality of applications are being run concurrently, the session ID's and application ID's of the applications, and the status information of the applications are included in the presence information. The presence information generation unit **120** stores the latest status information of each of the applications in the

storage unit **180**. If a status change occurs in any of the applications, the presence information generation unit **120** generates presence information including the latest status information of each of the applications. The information identifying the device includes an ID (device ID) for identifying the information processing device and information related to the device name. The information related to the device name may be a label given to the information processing device. Alternatively, the information may identify whether the device is the first information processing device **10** or the second information processing device **30**. In this embodiment, the label given to the first information processing device **10** is assumed to be "PortableGameMachine" and the label given to the second information processing device **30** is assumed to be "GameConsole". In practice, a generally used name is used. The presence information may also include information such as a history of playing games in the first information processing device **10a** and a language that can be used.

The presence information generation unit **120** generates presence information by receiving the application ID and the application status information from the application execution unit **110** and receiving the session ID from the session ID storage unit **174**. If the application maintains the session ID, the session ID is provided by the application. If, for example, a history of playing is included in the presence information, the presence information generation unit **120** reads necessary information from the storage unit **180**.

In the event that a change occurs in the status of the first information processing device **10a**, the presence information generation unit **120** generates (updates) the presence information. For example, if the status of the application changes, the presence information generation unit **120** updates the presence information. Typical examples of points of status change include the following:

- (1) When an application is started.
 - (2) When it becomes possible for another user to participate in an application session.
 - (3) When it becomes impossible for another user to participate in an application session from where participation of another user was initially possible.
 - (4) When an application is ended.
- Points of status change may not be limited to (1)-(4) above. Additional changes may be arbitrarily defined by the application. The points of status change thus defined prompt the updating of the presence information.

In connection with points of status change discussed above, the relationship between the application ID and the status information included in the presence information will be described below.

When an application is started, the presence information includes an application ID and status information having a flag value of 0 (participation prohibition information).

When another user is allowed to participate in the application, the application ID and the status information having a flag value of 1 (participation permission information) are included in the presence information.

When another user is no longer allowed to participate in the application, in which another user was allowed to participate previously, the application ID and the status information having a flag value of 0 (participation prohibition information) are included in the presence information.

When the application is ended, neither the application ID nor the status information is included in the presence information.

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In other words, presence information indicating the termination of the application is generated in this case by not including the application ID, etc. in the presence information.

In the example discussed above, the status information represents information indicating a permission or a prohibition for participation. Alternatively, where the clearing of a predetermined mission in a game or obtaining of a predetermined item is defined as a point of status change, the clearing of a mission or the obtaining of an item may be included in the presence information as status information.

The transmission unit 130 transmits the presence information generated by the presence information generation unit 120 to the server 6 via the communication unit 160. Described above is a process in the first information processing device 10a for transmitting presence information.

A similar process is performed in the second information processing device 30a of user A. Similarly, a similar process is performed in the first information processing device 10b and the second information processing device 30b of user B, and first information processing device 10c and the second information processing device 30c of user C. In other words, in the event of a change in the status of an application, each information processing device includes the latest post-change status in the presence information and transmits the resultant presence information to the server 6. Where a plurality of applications are being executed and a status change occurs in any of the applications, the presence information generation unit 120 includes the latest post-change status information in the presence information. For applications where a status change does not occur, the presence information generation unit 120 includes the latest status information stored in the storage unit 180 in the presence information. After the presence information generation unit 120 generates the presence information, the information processing device transmits the presence information to the server 6.

The server 6 collects the presence information transmitted from the information processing devices of each user. In the information processing system 1, each user signs in the network service from a plurality of information processing devices. The server 6 stores the presence information for each information processing device of the user. Taking user A for example, the server 6 stores the presence information transmitted from the first information processing device 10a and the presence information transmitted from the second information processing device 30a, linking the information to the account of user A. The server 6 stores only the latest presence information. Therefore, when new presence information is transmitted from the first information processing device 10a while the presence information of the first information processing device 10a is being stored, the previous presence information is overwritten by the new presence information in the server 6. The server 6 needs not overwrite the presence information and may store pieces of presence information for each information processing device until the number of pieces of presence information is reached to the upper limit.

The server 6 registers specific users called "friends" for each user in the form of a list. A friend is registered when an agreement is reached between users. By increasing friends, users can increase fellow users to chat or play a game with. The server 6 maintains a friend list of user B. When a request to acquire the presence information is received from the information processing device of user B, the server 6 transmits to user B the presence information on the users included in the friend list of user B. If users A and C are listed in the

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friend list of user B, the server 6 transmits to the information processing device of user B the presence information of the first information processing device 10a and the second information processing device 30a of user A, and the presence information of the first information processing device 10c and the second information processing device 30c of user C in response to the request to acquire the presence information.

<Function of Receiving Presence Information>

Acquisition by the first information processing device 10b of user B of the presence information of other users registered in the friend list of user B will be described by way of example. It will be assumed that users A and C are registered in the friend list of user B stored in the server 6.

The acquisition unit 140 in the first information processing device 10b periodically accesses the server 6 via the communication unit 160 to acquire the presence information of users A and C. It is preferable to ensure that the acquisition unit 140 does not acquire the presence information already acquired, namely, only acquires presence information which the acquisition unit 140 has not acquired yet if the unacquired presence information of users A and C is collected in the server 6.

The presence information acquired by the acquisition unit 140 may be the unmodified presence information generated in the first information processing device 10a and the second information processing device 30a of user A, and in the first information processing device 10c and the second information processing device 30c of user C, or modified presence information, i.e., information resulting from addition or deletion of some information in the server 6. In any case, the presence information acquired by the acquisition unit 140 includes a user account, device identification information, a session ID, a time stamp, an application ID, and application status information.

The status image generation unit 150 generates a status image showing the status of another user based on the acquired presence information. In this embodiment, the status of another user is represented by a name of an application executed in the information processing device of the another user. User B can easily know what application is being played by the another user by seeing the application name.

FIG. 6 shows an exemplary friend list screen. When user B uses the input device 20 or the touch panel 69 to select a button on the menu screen (not shown) for displaying a friend list screen, the status image generation unit 150 generates a friend list screen. It is assumed here that users A and C are registered as friends of user B. The acquisition unit 140 in the first information processing device 10b acquires from the server 6 the presence information of the first information processing device 10a and the second information processing device 30a of user A, and the presence information of the first information processing device 10c and the second information processing device 30c of user C. The status image generation unit 150 generates a status image showing the status of the users registered as friends based on the acquired presence information.

The presence information is transmitted to the server 6 each time a status change occurs in the information processing device. While the communication unit 160 remains connected to the network 4, the acquisition unit 140 periodically accesses the server 6. If the presence information of a friend of user B is updated, the server 6 transmits the updated presence information to the first information processing device 10b. Consequently, the acquisition unit 140 acquires the updated presence information. The acquisition

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unit **140** delivers the presence information to the presence information updating unit **152** of the status image generation unit **150**. Upon receipt of the presence information, the presence information updating unit **152** overwrites the previous presence information in the storage unit **180**.

Meanwhile, if the communication unit **160** does not remain connected to the network **4**, the acquisition unit **140** acquires the presence information from the server **6** at a point of time that user B selects the display button for displaying a friend list screen. In this case, the server **6** transmits the latest presence information to the communication unit **160**.

The presence information updating unit **152** identifies the source of transmission of the presence information based on the device identification information included in the presence information. If the presence information from the same transmission source is already stored in the storage unit **180**, the presence information updating unit **152** overwrites the stored information by the new presence information. If the presence information from the transmission source is not stored in the storage unit **180**, the presence information updating unit **152** stores the transmitted presence information in the storage unit **180**. In this manner, the storage unit **180** will be storing the latest presence information for each information processing device of the friend. The presence information updating unit **152** may store a plurality of pieces of presence information in the storage unit **180** instead of overwriting the previous presence information. In this case, the presence information updating unit **152** may store the presence information for each information processing device of other users until a predetermined number of pieces of information is stored. Alternatively, the presence information updating unit **152** may store the presence information within a predetermined time from the current date and time (e.g., within six hours).

The participation determination unit **154** determines for each friend whether any application in which user B can participate is being executed by referring to the status information (participation permission/prohibition information) included in the presence information. User A has started the first information processing device **10a** and the second information processing device **30a**, and an application is being run in each of the devices. If at least one of the plurality of applications run in the first and second information processing devices **10a** and **30a** allows participation by user B, the participation determination unit **154** determines that user B can participate in the application being run by user A. To generate a friend list image, the participation determination unit **154** determines for each friend whether any application is being run that allows participation by user B.

The participation determination unit **154** may determine whether any application is being run that allows participation by user B by referring to the application ID in addition to the status information. Two types of information processing devices, i.e., the first information processing device **10** and the second information processing device **30**, are co-located in the information processing system **1**. The first and second information processing devices **10** and **30** are of different platforms. Some applications allow participation of other users on a different platform, but some applications do not. Whether participation is allowed depends on the application. The participation determination unit **154** refers to the device identification information included in the presence information and determines whether the application allows participation by user B based on the application ID included in the presence information. Therefore, even if the presence

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information includes information indicating a permission for participation, the participation determination unit **154** determines that user B cannot participate in an application, if the application identified by the application ID does not allow participation from information processing devices of a different platform and if the device identification information included in the presence information indicates that the application is run on a different platform from that of the first information processing device **10b**.

The participation determination unit **154** determines whether the first information processing device **10b** of user B is in an environment that can run the application. For example, if the software identified by the application ID included in the presence information is not installed in the first information processing device **10b**, the participation determination unit **154** determines that user B cannot participate in the application.

The friend list image generation unit **156** uses the latest presence information of users A and C and the result of determination by the participation determination unit **154** to generate a friend list image and causes the display device **68** to display the image. A friend list image is a status image indicating the status of at least one other user. More specifically, the image includes the name of the game that at least one other user is playing. The friend list image generation unit **156** identifies the user of the presence information by referring to the user account included in the presence information. Where pieces of presence information acquired from two or more information processing devices include the same user account, the friend list image generation unit **156** refers to the latest presence information to generate a status image indicating the status of users.

The friend list screen shown in FIG. **6** shows, for each user, at least part of the latest presence information. A user status display area **200a** shows the status of user A by displaying the name of the application, i.e., the game title, being run in the information processing device of user A. More specifically, a user name **202a** in the user status display area **200a** indicates the name (nickname) of user A. A game name **204a** indicates the title of the game being run by user A. Device information **206a** indicates the device name of the information processing device in which the game title identified by the game name **204a** is being run. "PortableGameMachine" is a label given to the first information processing device **10a** of mobile type.

The friend list image generation unit **156** reads the presence information of the first information processing device **10a** and the second information processing device **30a** of user A from the storage unit **180**. The friend list image generation unit **156** compares the information on date and time identified by the time stamps included in the two pieces of presence information and identifies the latest presence information. The presence information updating unit **152** may store the presence information in the storage unit **180**, mapping information on the date and time of storage to the presence information. If the presence information does not include a time stamp, the friend list image generation unit **156** may use the information on the date and time of storage which is mapped to the presence information to identify the latest of the two pieces of presence information.

The friend list screen shown in FIG. **6** indicates that the presence information of the first information processing device **10a** is newer than the presence information of the second information processing device **30a** and that the friend list image generation unit **156** extracts the application ID and the device identification information from the presence information of the first information processing device

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10a to generate the game name **204a** and the device information **206a** in the user status display area **200a**. The game name corresponds to the application ID. The friend list image generation unit **156** may derive the game name from the application ID. Alternatively, the game name may be included in the presence information. If the presence information of the second information processing device **30a** is newer than the presence information of the first information processing device **10a**, the friend list image generation unit **156** extracts the application ID and the device identification information from the presence information of the second information processing device **30a** to generate the information to be displayed as the game name **204a** and the device information **206a** in the user status display area **200a**.

A user status display area **200b** shows the status of user C by displaying the name of the application being run in the information processing device of user C. A user name **202b** in the user status display area **200b** indicates the name (nickname) of user C. A game name **204b** indicates the title of the game being run by user C. Device information **206b** indicates the device name of the information processing device in which the game title identified by the game name **204b** is being run. "GameConsole" is a label given to the second information processing device **30c** of desktop type.

The friend list image generation unit **156** reads the presence information of the first information processing device **10c** and the second information processing device **30c** of user C from the storage unit **180**. The friend list image generation unit **156** compares the information on date and time identified by the time stamps included in the two pieces of presence information and identifies the latest presence information. Since the presence information of the second information processing device **30c** is newer than the presence information of the first information processing device **10c**, the friend list image generation unit **156** extracts the application ID and the device identification information from the presence information of the second information processing device **30c** to generate the game name **204b** and the device information **206b** in the user status display area **200b**.

Thus, the friend list image generation unit **156** defines for each friend the game name **204** and the device information **206** in the user status display area **200**, by referring to the latest presence information, allowing user B to know the latest status of friends.

By displaying, in the user status display area **200a** of user A and the user status display area **200b** of user C, only the name of one application (game title) in which the latest change occurs, user B can easily learn the status of friends A and C. Displaying all contents of the presence information of the information processing device used by friends would increase the amount of information, making it difficult for user B to know what friends A and C are doing currently. For this reason, only the latest presence information of friends is used to determine the content of display in the user status display area **200** in the friend list screen. This allows user B to easily know what information processing devices are used and what games are being played by users A and C.

As discussed, it is preferable that only the name of the application in which the latest change occurs is displayed in the user status display area **200**. However, names of two or more applications may be displayed. In this case, too, it is preferable not to display the entire content of the presence information of the information processing devices controlled by the friends. The number of application names displayed is preferably limited to a predetermined number. The presence information updating unit **152** may store a

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predetermined number of pieces presence information in the storage unit **180** in the reverse chronological order of the time stamp so that the friend list image generation unit **156** uses the latest presence information and the recent presence information to include, in the user status display area **200**, the names of two or more applications in which a status change occurs relatively recently. This allows user B to know what information processing device is used and what game is being played by user A.

A Join mark **208** in the user status display area **200a** represents information indicating that user A is running an application in which user B can participate. If, as a result of referring to the result of determination by the participation determination unit **154**, it is determined that the applications being run by user A include at least one in which user B can participate, the friend list image generation unit **156** adds the Join mark **208** in the user status display area **200a**. In the friend list screen shown in FIG. 6, the Join mark **208** is added in the user status display area **200a** of user A, but the Join mark **208** is not added in the user status display area **200b** of user C. This indicates that the applications being run by user A include at least one in which user B can participate, but the applications being run by user C do not include any in which user B can participate.

As described, the friend list image generation unit **156** displays the user status display area **200a** showing the status of user A determined by the participation determination unit **154** as running an application in which participation is allowed and the user status display area **200b** of user C determined by the participation determination unit **154** as not running an application in which participation is allowed, using different modes of display. That is, the friend list image generation unit **156** displays the user status display area **200a** and **200b** in different modes. This allows user B to immediately know a friend running an application in which user B can participate.

The Join mark **208** added in the user status display area **200a** of user A means that the applications being run by user A include one in which user B can participate and does not necessarily mean that user B can participate in the game title "CARRACE2" indicated by the game name **204a**. For example, even if "CARRACE2" being run in the first information processing device **10a** does not accept participation by user B, the Join mark **208** is added if an application being run in the second information processing device **30a** accepts participation by user B.

The Join mark **208** merely exemplifies a mode of display indicating that participation is possible. Alternative modes of display may be used. For example, the friend list image generation unit **156** may let user B know that user A is running an application in which participation is allowed by causing the entirety of the user status display area **200a** to flash and not causing the entirety of the user status display area **200b** to flash. The friend list image generation unit **156** may display the user status display area **200** in different colors depending on whether participation is permitted or not. Alternatively, the friend list image generation unit **156** may use different character colors, character fonts, or character sizes. Since user B is interested in the fact that a friend is executing an application that user B can participate, the user status display area **200** for the user executing an application that user B can participate is preferably displayed in a mode distinguished from the other areas.

FIG. 6 shows two user status display areas **200**. The number of user status display areas matches the number of friends. Therefore, the number of user status display areas **200** could be three or more, or one or less, depending on the

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number of friends. When user B selects a friend, user B can view detailed information on the selected friend. More specifically, when user B selects the user status display area **200a** in the friend list screen, the user B can view the detailed information on user A. By selecting the user status display area **200b**, the detailed information on user C can be viewed. The selection may be done by tapping the user status display area **200** and causing the touch panel **69** to sense the position of tapping. Alternatively, the selection may be made by moving the cursor by using the input device **20**.

FIG. 7 shows an exemplary detailed friend information screen. When the user status display area **200a** is tapped in the friend list screen shown in FIG. 6, the detailed image generation unit **158** generates a detailed information image indicating the status of user A based on the presence information on user A stored in the storage unit **180**. The detailed friend information image indicates the status of a single user. More specifically, the image includes an area showing the name of the game that a single user is playing and an area showing the name of the game in which user B can participate.

The detailed image generation unit **158** generates a status image indicating the status of a single friend. The participation determination unit **154** determines whether the application accepts participation by referring to the status information (participation permission/prohibition information) included in the presence information. To generate a detailed friend information image, the participation determination unit **154** determines for each presence information whether any application is being run that allows participation by user B. As described above, the participation determination unit **154** may determine whether the application allows participation by user B by referring to the application ID in addition to the status information.

The detailed image generation unit **158** uses the presence information of user A and the result of determination by the participation determination unit **154** to generate a detailed information image of the friend and causes the display device **68** to display the image. The detailed image generation unit **158** reads the presence information of the first information processing device **10a** and the second information processing device **30a** from the storage unit **180** based on the user account of user A.

Referring to a detailed friend information screen shown in FIG. 7, the detailed image generation unit **158** generates a user status display area **220a** showing an application name, and an application status display area **230** showing the name of an application determined by the participation determination unit **154** as allowing participation based on the latest presence information. The detailed image generation unit **158** may display the name of an application determined by the participation determination unit **154** as not allowing participation in a certain display area.

A user status display area **220a** shows the status of user A by displaying the name of the application being run in the information processing device of user A. A game name **224a** in the user status display area **220a** indicates the title of the game being run by user A. Device information **226a** indicates the device name of the information processing device in which the game title identified by the game name **224a** is being run.

The detailed image generation unit **158** compares the information on date and time identified by the time stamps included in the presence information of the first information processing device **10a** and of the second information processing device **30a** and identifies the latest information. As described with reference to FIG. 6, since the presence

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information of the first information processing device **10a** is newer than the presence information of the second information processing device **30a**, the detailed image generation unit **158** extracts the application ID and the device identification information from the presence information of the first information processing device **10a** to generate the game name **224a** and the device information **226a** in the user status display area **220a**.

Thus, the detailed image generation unit **158** defines the game name **224a** and the device information **226a** in the user status display area **220a** based on the latest presence information of user A, allowing user B to know the latest status of user A. The detailed image generation unit **158** locates the user status display area **220a** at an easy-to-view position (e.g., toward the top) in the detailed friend information screen. It is preferable that the detailed image generation unit **158** locates the user status display area **220a** above other displayed items such as the application status display area **230**. By locating the user status display area **220a** at the position that stands out most, user B can immediately understand what user A is currently doing.

The detailed image generation unit **158** may define the displayed content in the user status display area **220a** based on a plurality of pieces of presence information. The user status display area **220a** shown in FIG. 7 shows only the latest (one) application name. Alternatively, the user status display area **220a** may display the names of two or more applications until a predetermined number is reached. For example, the detailed image generation unit **158** uses a plurality of pieces of presence information including time stamps close to the current date and time, so as to display the name of the game **224a** in which a status change occurs in the user status display area **220a** until a predetermined number is reached. This allows user B to immediately understand what game user A has played recently. By limiting the number of applications for which the name is displayed, the amount of displayed information is limited. Thus, the detailed image generation unit **158** may use the latest presence information and recent presence information to include the names of a predetermined number of applications in which a status change occurs close to the current date and time in the user status display area **220a**.

The detailed image generation unit **158** also generates application status display areas **230a** and **230b** including the names of applications in which user B can participate, below the user status display area **220a**. A game name **234a** in the application status display area **230a** indicates the title of the game being run by user A in the first information processing device **10a**. Device information **236a** indicates the device name of the first information processing device **10a** in which the game title identified by the game name **234a** is being run. A game name **234b** in the application status display area **230b** indicates the title of the game being run by user A in the second information processing device **30a**. Device information **236b** indicates the device name of the second information processing device **30a** in which the game title identified by the game name **234b** is being run.

The illustrated example indicates that the participation determination unit **154** determines that user B can participate both in "CARRACE2" being run in the first information processing device **10a** and in "CHAT" being run in the second information processing device **30a**. The information on each of the applications is thus displayed in the application status display areas **230a** and **230b**.

If there is any application determined as not allowing participation, it is preferable that the information on such application is displayed below the application status display

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areas **230a** and **230b**. Because the fact that an application in which user B can participate is being run is more useful to user B than the fact that an application in which participation is not allowed is being run, information is presented in an efficient manner by locating useful information more toward the top in the screen.

If any application is determined as not allowing participation, the name of that application may not be displayed. In particular, if the display device **68** is a small-sized display, information will be displayed in an efficient manner by not displaying less useful information. User B can obtain only those pieces of information that are useful to user B by configuring the detailed image generation unit **158** to display only the information on applications in which participation is allowed and not to display information on applications in which participation is not allowed. To include various information (not shown in FIG. 7) on user A (e.g., information on a history of playing) in the detailed friend information screen, it is preferable to exclude less useful information as much as possible. By presenting information necessary for user B and not presenting less useful information as much as possible, a user interface is implemented capable of presenting information efficiently.

The application status display area **230** is a graphical user interface. When user B taps the application status display area **230**, the corresponding application is started so that user B can participate in the session of the application. For example, when user B taps the application status display area **230b**, user B can participate in "CHAT" being run by user A in the second information processing device **30a**.

More specifically, when user B taps the application status display area **230b**, the application execution unit **110** acknowledges the tapping as a valid selection so as to start the chat application. The session ID storage unit **174** acquires the session ID extracted from the presence information of the second information processing device **30a**. Alternatively, the session ID may be stored by the chat application itself. This allows the first information processing device **10b** to conduct a chat with the second information processing device **30a** using the session ID.

In a chat session, the first information processing device **10b** transmits to the server **6** chat data that at least contains an input chat text, the session ID, and the user B's account. The server **6** transmits the chat data to the second information processing device **30a**. The second information processing device **30a** refers to the session ID included in the chat data so as to identify the chat session data, and displays the data in the chat window. Transmission of chat data from the second information processing device **30a** to the first information processing device **10b** proceeds similarly. This allows the second information processing device **30a** and the first information processing device **10b** to run a common application synchronously.

FIG. 8 shows another exemplary detailed friend information screen. When the user status display area **200b** is tapped in the friend list screen shown in FIG. 6, the detailed image generation unit **158** generates a detailed information image indicating the status of user C based on the presence information on user C stored in the storage unit **180**.

The participation determination unit **154** determines whether an application allows participation by referring to the status information (participation permission/prohibition information) included in the presence information. To generate a detailed friend information image, the participation determination unit **154** determines for each presence information whether any application is being run that allows participation by user B.

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The detailed image generation unit **158** uses the presence information of user C and the result of determination by the participation determination unit **154** to generate a detailed information image of the friend and causes the display device **68** to display the image. The detailed image generation unit **158** reads the presence information of the first information processing device **10c** and the second information processing device **30c** from the storage unit **180** based on the user account of user C.

Referring to a detailed friend information screen shown in FIG. 8, the detailed image generation unit **158** generates a user status display area **220b** showing an application name based on the latest presence information. The user status display area **220b** shows the status of user C by displaying the name of the application being run in the information processing device of user C. A game name **224b** in the user status display area **220b** indicates the title of the game being run by user C. Device information **226b** indicates the device name of the information processing device in which the game title identified by the game name **224b** is being run.

In the illustrated detailed friend information screen, the application status display area **230** for displaying the names of applications in which user B can participate is not generated. This is because the participation determination unit **154** determines that none of the applications being run by user C allows participation by user B. This lets user B know that user B cannot participate in the applications being run by user C. User B can also know that none of the applications being run by user C allows participation by user B by seeing that the Join mark **208** is not attached in the user status display area **200b** shown in FIG. 6.

FIG. 8 does not show the names of applications in which user B cannot participate. Alternatively, the names of all applications being run by a friend may be displayed in the detailed friend information screen. It is preferable that the name of the application in which participation is allowed and the name of the application in which participation is not allowed are displayed in different modes. For example, the "JOIN" mark (see FIG. 7) indicating that participation is possible may be attached in the neighborhood of the name of the application in which participation is possible, and the "JOIN" mark is not attached to the name of the application in which participation is not possible.

Referring to FIG. 8, detailed information of user C (e.g., a play history area **240** showing a history of playing by user C, or a language area **242** indicating the language that user C can use) is generated below the user status display area **220b**.

FIG. 9 is a flowchart showing the steps of generating the GUI shown in FIG. 7. When the user uses the input device **20** or the touch panel **69** to select a button on the menu screen for displaying a friend list screen (S10), the acquisition unit **140** periodically accesses the server **6** to acquire the presence information of friends registered in the user's friend list (S12). If the acquisition unit **140** acquires the presence information from the server **6** periodically, the friend list image generation unit **156** may read the presence information of friends from the storage unit **180**.

The participation determination unit **154** determines for each friend whether any application in which user B can participate is being executed by referring to the presence information (S14). The friend list image generation unit **156** uses the latest presence information of a friend and the result of determination by the participation determination unit **154** to generate the friend list image shown in FIG. 6 (S16).

When the user subsequently selects the user status display area **200** of any of the friends and designates a friend

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accordingly (S18), the participation determination unit 154 determines whether the application being run by the friend allows participation (S20). The detailed image generation unit 158 generates the application status display area 230 (S22) and the detailed friend information screen (S24) for the application determined as allowing participation (Y in S20). Meanwhile, the detailed image generation unit 158 generates the detailed friend information screen (S24) but does not generate the application status display area 230 for the application determined as not allowing participation (N in S20).

Described above is an explanation based on an exemplary embodiment. The embodiment is intended to be illustrative only and it will be obvious to those skilled in the art that various modifications to constituting elements and processes could be developed and that such modifications are also within the scope of the present invention.

The plurality of first information processing devices 10 according to the embodiment are described as being connected in the infrastructure mode of wireless LAN. Alternatively, the first information processing devices 10 may be connected in the ad hoc mode. In this case, the first information processing devices 10 can generate a status image suited to the status of the application in another first information processing device 10 by exchanging presence information with each other.

The acquisition unit 140 of the information processing device according to the embodiment is described as acquiring presence information by periodically accessing the server 6. Alternatively, the server 6 may transmit presence information to the information processing device. In this case, the server 6 may periodically transmit presence information of all users listed in the friend list of the user of the information processing device. Alternatively, the server 6 may transmit updated presence information each time the presence information of a user listed in the friend list is updated.

The acquisition unit 140 of the information processing device according to the embodiment is described as acquiring presence information generated in two or more information processing devices of a friend from the server 6, and the status image generation unit 150 is described as generating a status image indicating the status of a friend by referring to the latest presence information. In a variation, the server 6 is responsible for generating display data to be used by the friend list image generation unit 156 and the detailed image generation unit 158. More specifically, the server 6 determines displayed content to be included in a friend list image and generates data for the friend list image accordingly in accordance with a request to generate a friend list image from the information processing device. Further, the server 6 determines displayed content to be included in a detailed friend information image and generates data for the detailed friend information image in accordance with a request to generate a detailed friend information image.

More specifically, in response to a request from the information processing device of user B to generate a friend list image, the server 6 reads the presence information of users A and C included in the friend list of user B, identifies the latest presence information of users A and C, and determines the displayed content to be included in the friend list image (see FIG. 6). Further, in response to a request to generate a detailed information image of user A, the server 6 reads the presence information of user A, identifies the latest presence information of user A, and determines the displayed content to be included in the detailed friend information image (see FIG. 7).

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Preferably, the function of the participation determination unit 154 for keeping track of the situation of application installation in the information processing device of user B and determining whether user B can participate in the application is implemented in the server 6. This allows the whole functions of the status image generation unit 150 to be transferred to the server 6 and reduces the processing load of the information processing device accordingly. The function of the participation determination unit 154 may be provided in the information processing device and the process of generating a status image may be jointly executed by the server 6 and the information processing device.

The server 6 is provided with a communication unit, an acquisition unit configured to acquire via the communication unit two or more pieces of presence information including information identifying an application being run in two or more information processing devices which use a same user account, and a data generation unit configured to generate status image generation data for generating a status image indicating the status of a friend in the information processing device by referring to the acquired presence information.

The data generation unit includes at least part of the functions of the status image generation unit 150 described in the embodiment. The data generation unit uses information identifying an application in which the latest status changes occurs in two or more information processing devices of the same user account, so as to generate status image generation data for generating a status image indicating the status of the user identified by the user account. In response to a request from the information processing device of user B to generate a friend list image, the data generation unit reads the presence information of users A and C included in the friend list of user B, identifies the latest presence information of users A and C, and generates display data for generating a friend list image (see FIG. 6). In response to a request to generate a detailed information image of user A, the data generation unit reads the presence information of user A, identifies the latest presence information of user A, and generates display data for generating a detailed friend information image (see FIG. 7). When the data generation unit generates display data, the communication unit transmits the display data to the information processing device of user B. The information processing device of user B uses the received display data to generate a friend list image (see FIG. 6) or a detailed friend information image (see FIG. 7) and displays the image on the display device 68.

What is claimed is:

1. An information processing device controlled by a user, comprising:

a communication unit;

an acquisition unit configured to acquire via the communication unit presence information through a first user account of a network service, the presence information including: (i) at least one name of at least one application manipulated by a second user of two or more information processing devices through a second user account of the network service, (ii) respective names the two or more information processing devices of the second user, and (iii) a name of the second user;

a status image generation unit configured to generate status images indicating a state of the at least one application, including: (a) the name of the at least one application; and (b) the respective names of the two or more information processing devices,

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wherein the status image generation unit is further configured to facilitate the status images to be displayed to the user on a display device of the information processing device.

2. An information processing device as described in claim 1, wherein:
 - the status image generation unit generates a status image indicating a status of a separate user;
 - the status image generating unit displays in the status image a name of an application which can be participated in by another user, other than the separate user whose status is being displayed, via reference to the presence information indicating a permission for participation in a session of the application, and does not display in the status image a name of an application which cannot be participated in by the another user via reference to the presence information indicating a prohibition for participation in a session of the application.
3. An information processing device as described in claim 1, wherein the presence information includes information indicating one of permission and prohibition of participation in a session of an application being run in at least one of the other information processing devices.
4. An information processing system, comprising:
 - a server; and
 - an information processing device, comprising:
 - a communication unit;
 - an acquisition unit configured to acquire via the communication unit presence information through a first user account of a network service, the presence information including: (i) at least one name of at least one application manipulated by a second user of two or more information processing devices through a second user account of the network service, (ii) respective names

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the two or more information processing devices of the second user, and (iii) a name of the second user; and
 a status image generation unit configured to generate status images indicating a state of the at least one application, including: (a) the name of the at least one application; and (b) the respective names of the two or more information processing devices,

wherein the status image generation unit is further configured to facilitate the status images to be displayed to the user on a display device of the information processing device.

5. A non-transitory, computer readable storage medium containing a computer program, which when executed by a microprocessor system carries out actions, comprising:
 - communicating over a network;
 - acquiring, via the communication unit, presence information through a first user account of a network service, the presence information including: (i) at least one name of at least one application manipulated by a second user of two or more information processing devices through a second user account of the network service, (ii) respective names the two or more information processing devices of the second user, and (iii) a name of the second user; and
 - generating status images indicating a state of the at least one application, including: (a) the name of the at least one application; and (b) the respective names of the two or more information processing devices,
 wherein the status image generation unit is further configured to facilitate the status images to be displayed to the user on a display device of the information processing device.

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